
Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [JRPereira](#) on Tue, 06 May 2003 09:09:29 GMT
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Ferhagol wish you wouldnt include the health and armor augmentations cause people tend to camp around the spawn point and become invincible.

Unless there arent enough of them to do that and they would be killed before reaching a high health amount

There isn't enough in the way of health and armor powerups to sustain players for very long (even in smaller games with just 4-6 people), although if not in a firefight they can be used to help recover when the player can't get to the PT's quickly. The only increase to the health and armor maximums come in the form of two tiberios boxes in the kitchen (which only provide a +5% increase each).

AircraftkillerLooks like most of the work in the map was done by using the pre-made DSAPO objects.

It doesn't look like a haunted house, either... and remember that fun is a subjective term. Just because you made the map doesn't make it fun.

Yes, most of the objects placed on the map are the pre-made dsapo objects. I'm not a very good modeler or skinner and I prefer to use them when possible.

I made the map to look like an abandoned mansion, which was 'haunted' by Nod forces and crazed tiberium experiments (the facility further inside has yet to be discovered). I felt that using "house" instead of "mansion" would give players a more realistic impression of the size of the map. I didn't make the map to look like one of those corny pay-to-get-in funhouses as I wanted something with a scarier feel to it.

As for the other comment, I agree that the map isn't for everyone, but I've had a lot of fun playing on the map and I'm sure other people will too.
